Figure 1

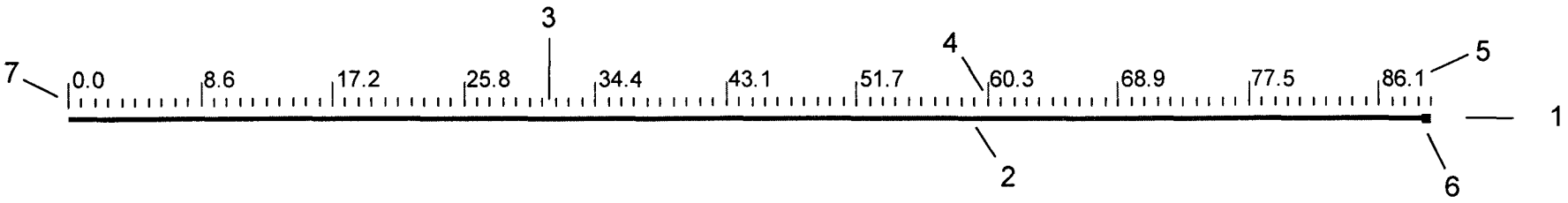


Figure 2

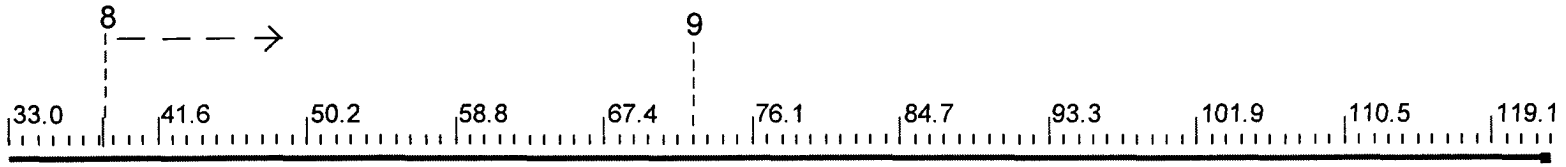
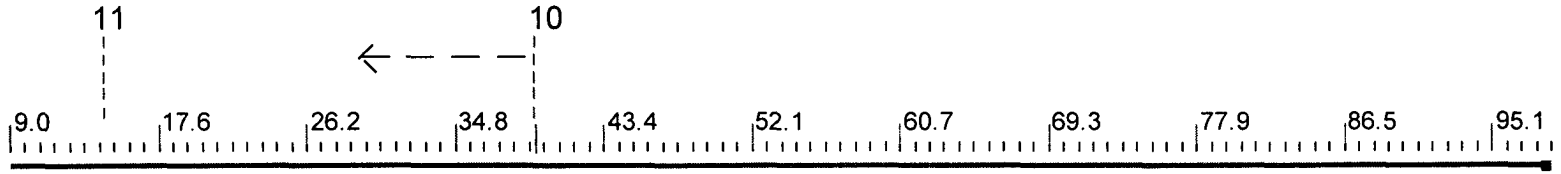


Figure 3



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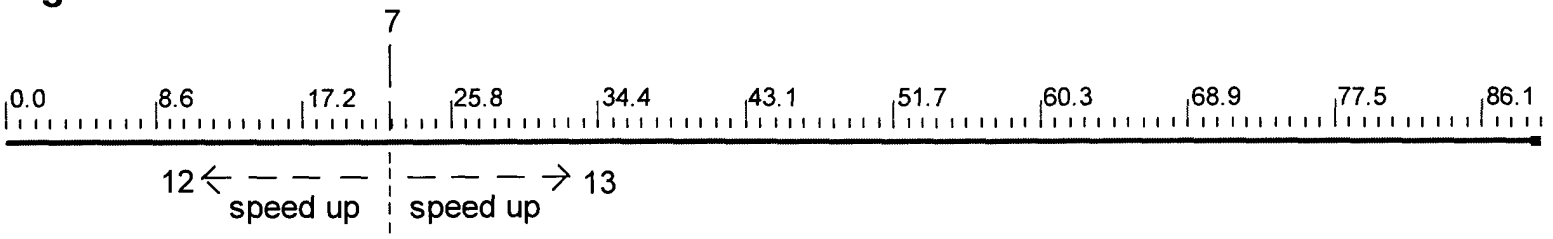

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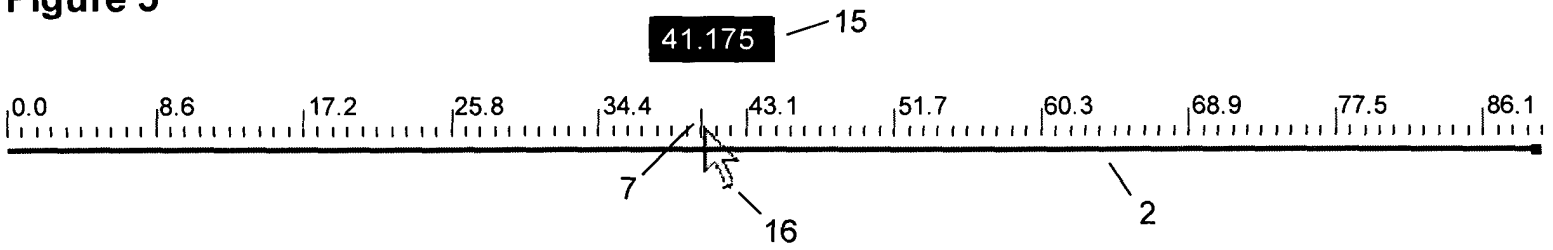

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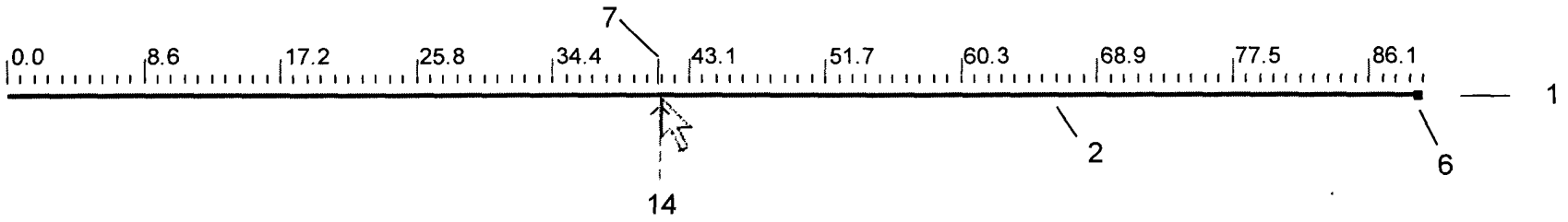
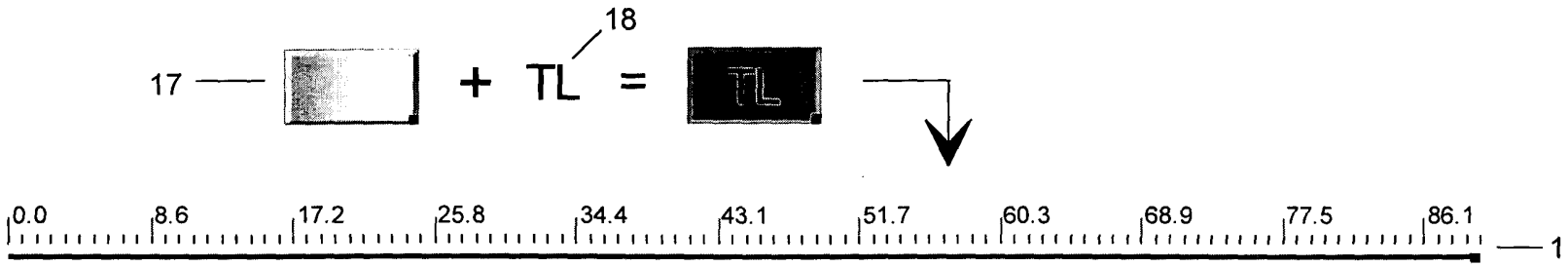


Figure 7



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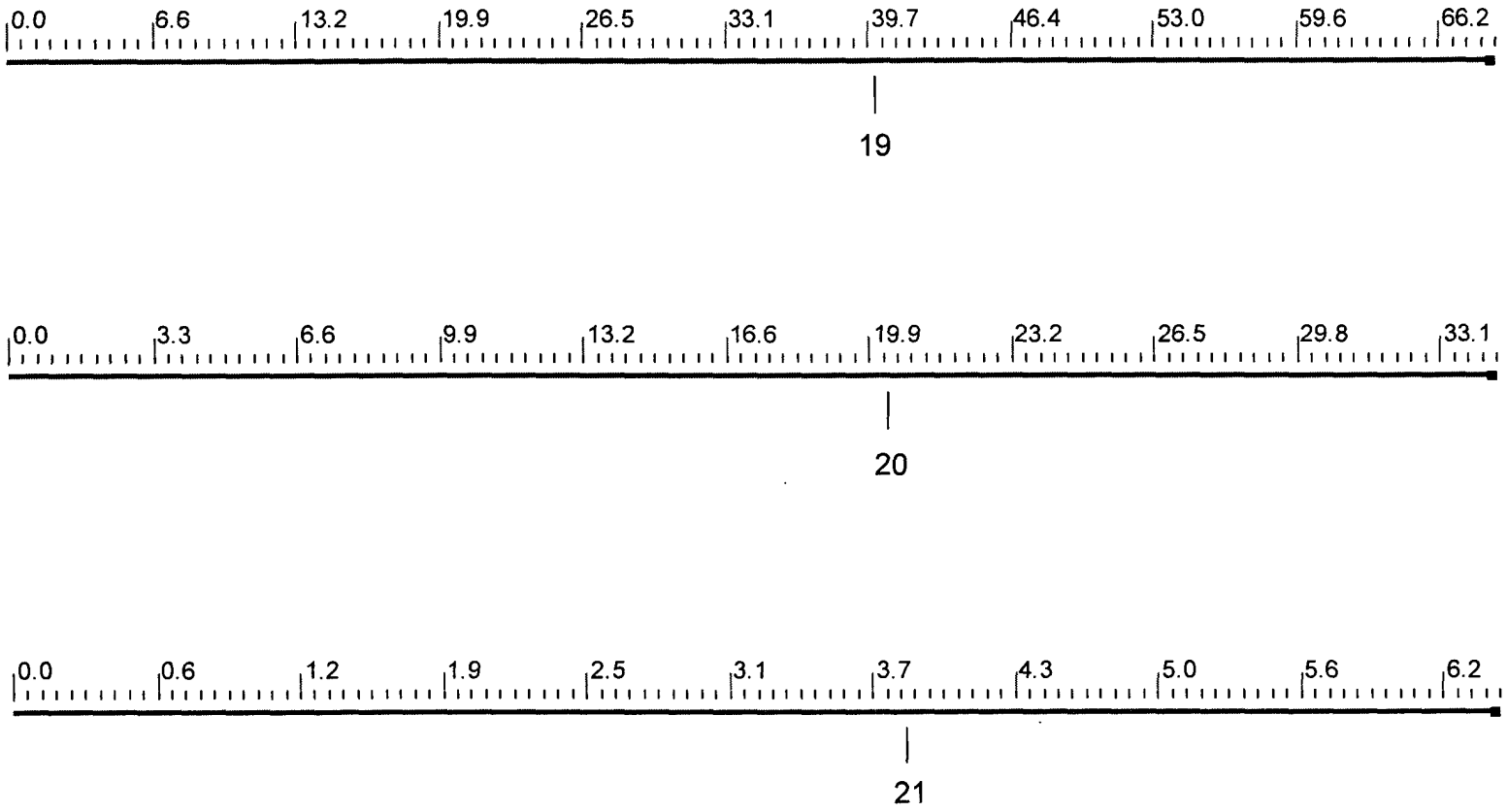
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6.6
9.9
13.2
16.6
19.9
23.2
26.5
29.8
33.1
20
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0.6
1.2
1.9
2.5
3.1
3.7
4.3
5.0
5.6
6.2
21

Figure 9

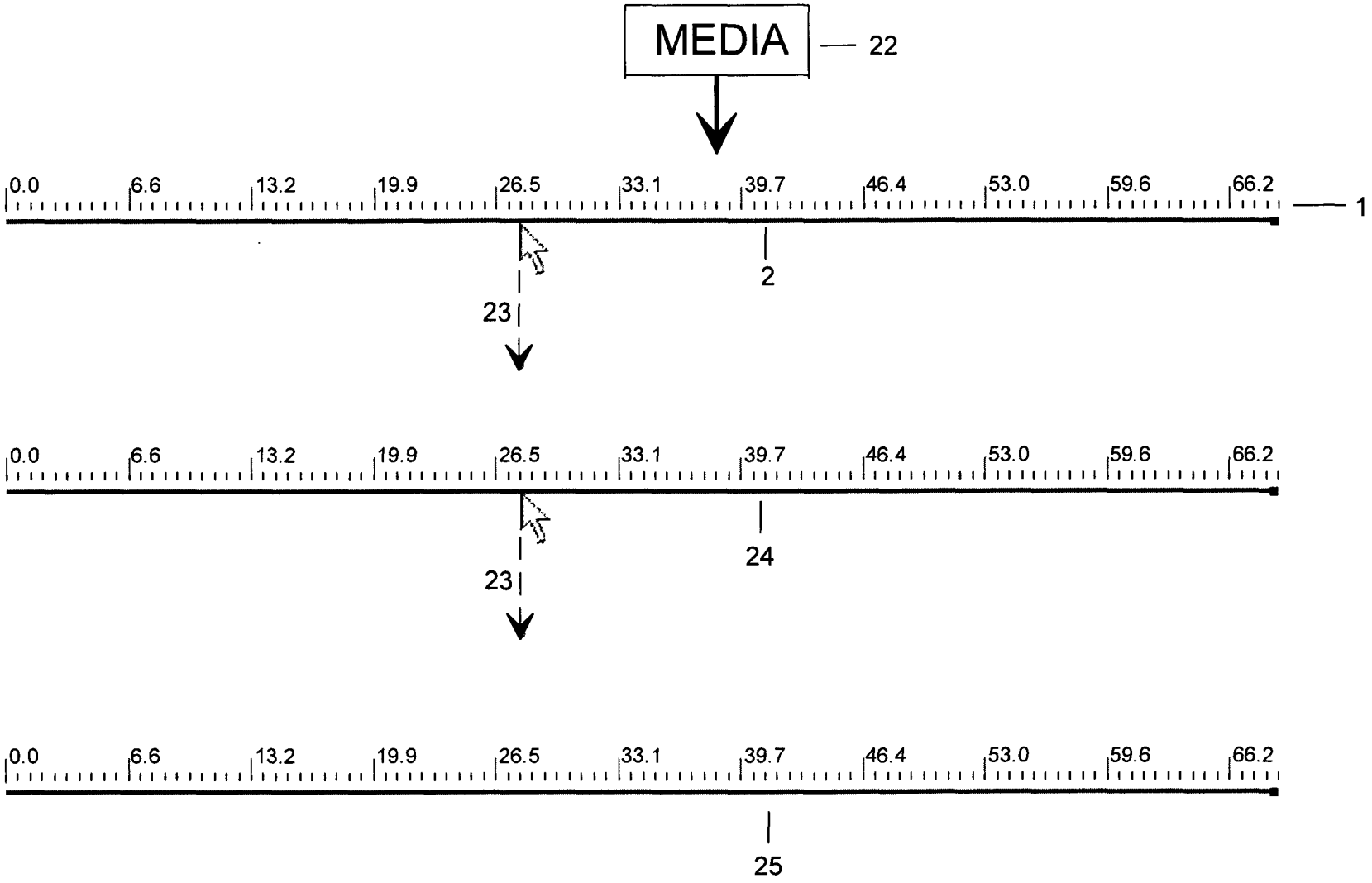
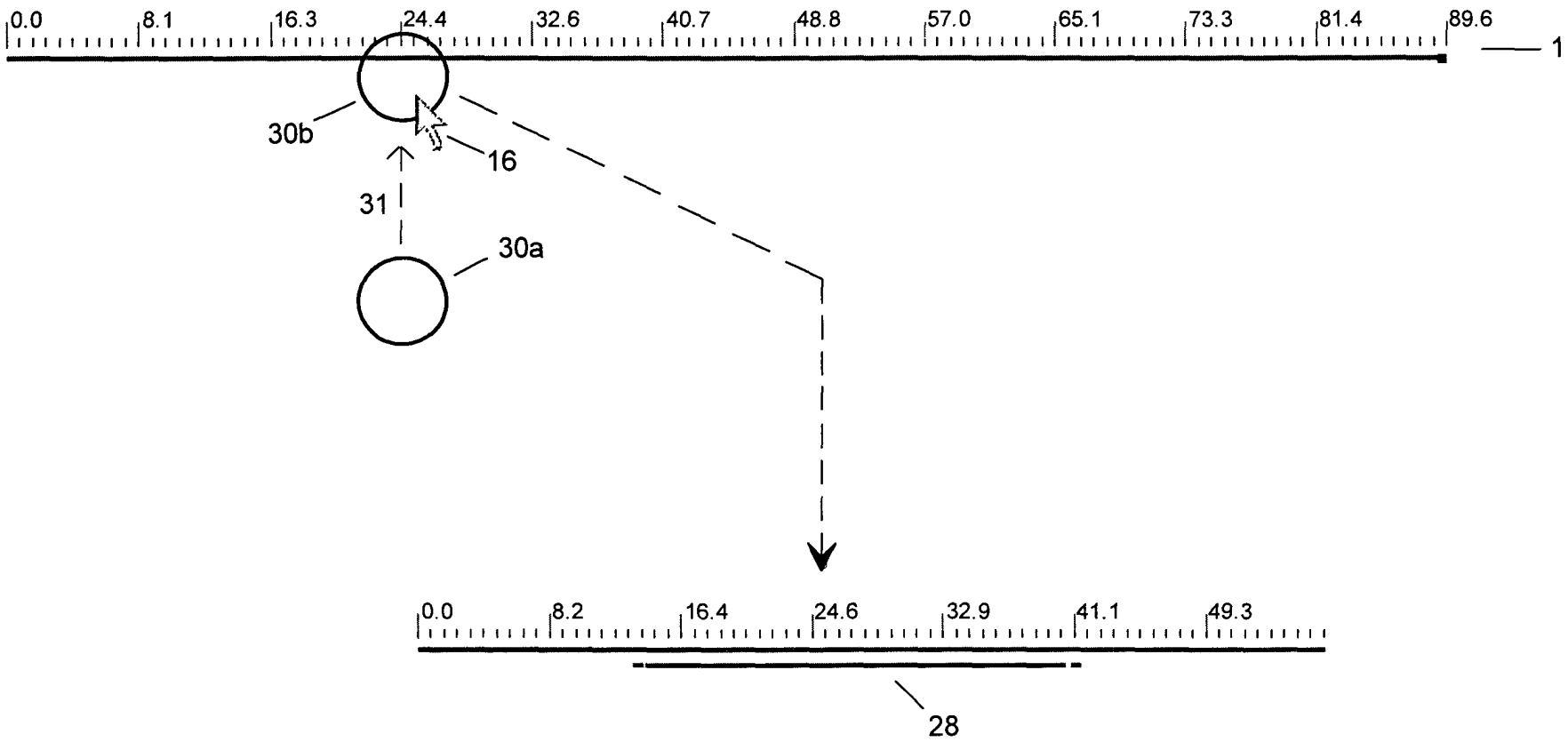


Figure 11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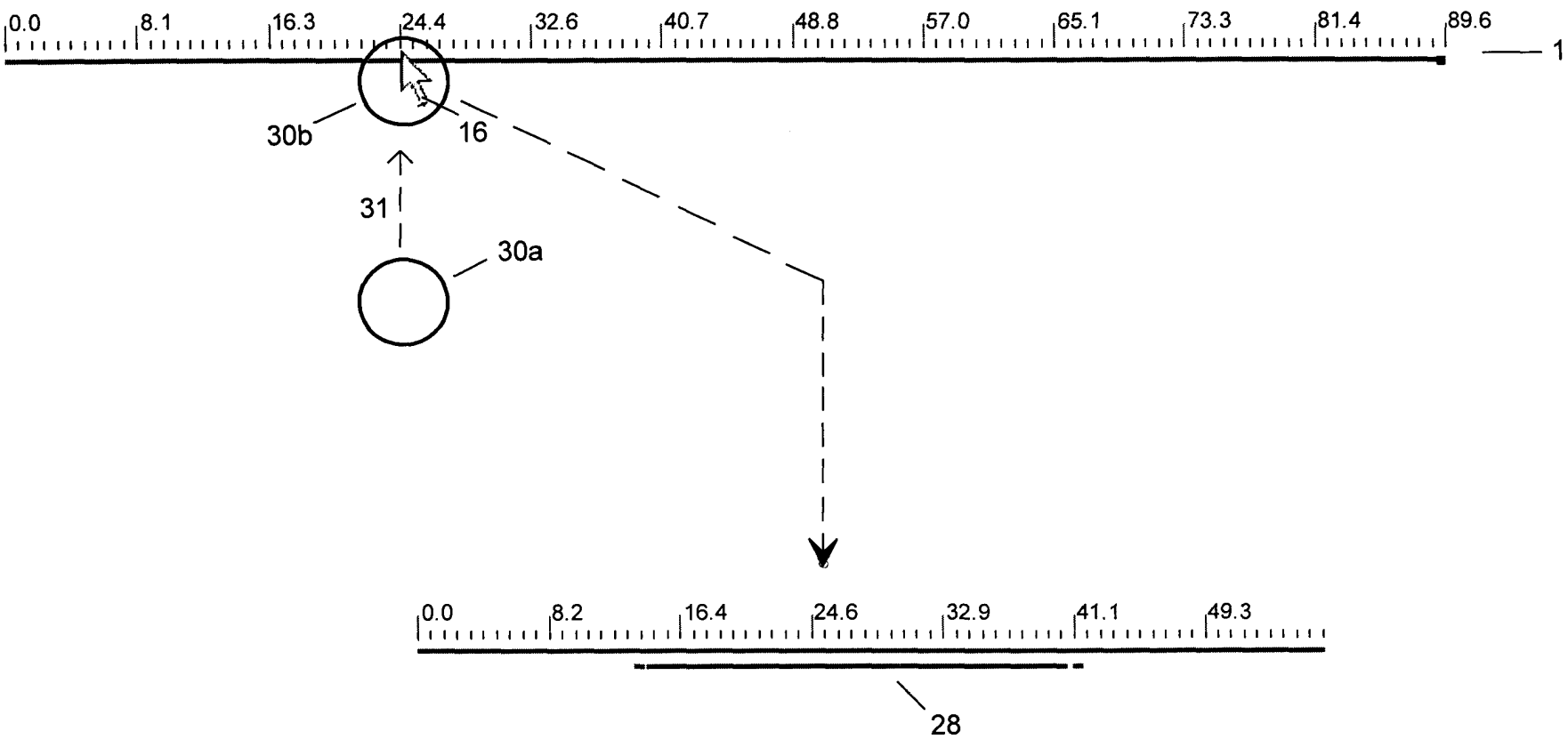
30b
16
31
30a
0.0
8.2
16.4
24.6
32.9
41.1
49.3
28

Figure 12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73.3
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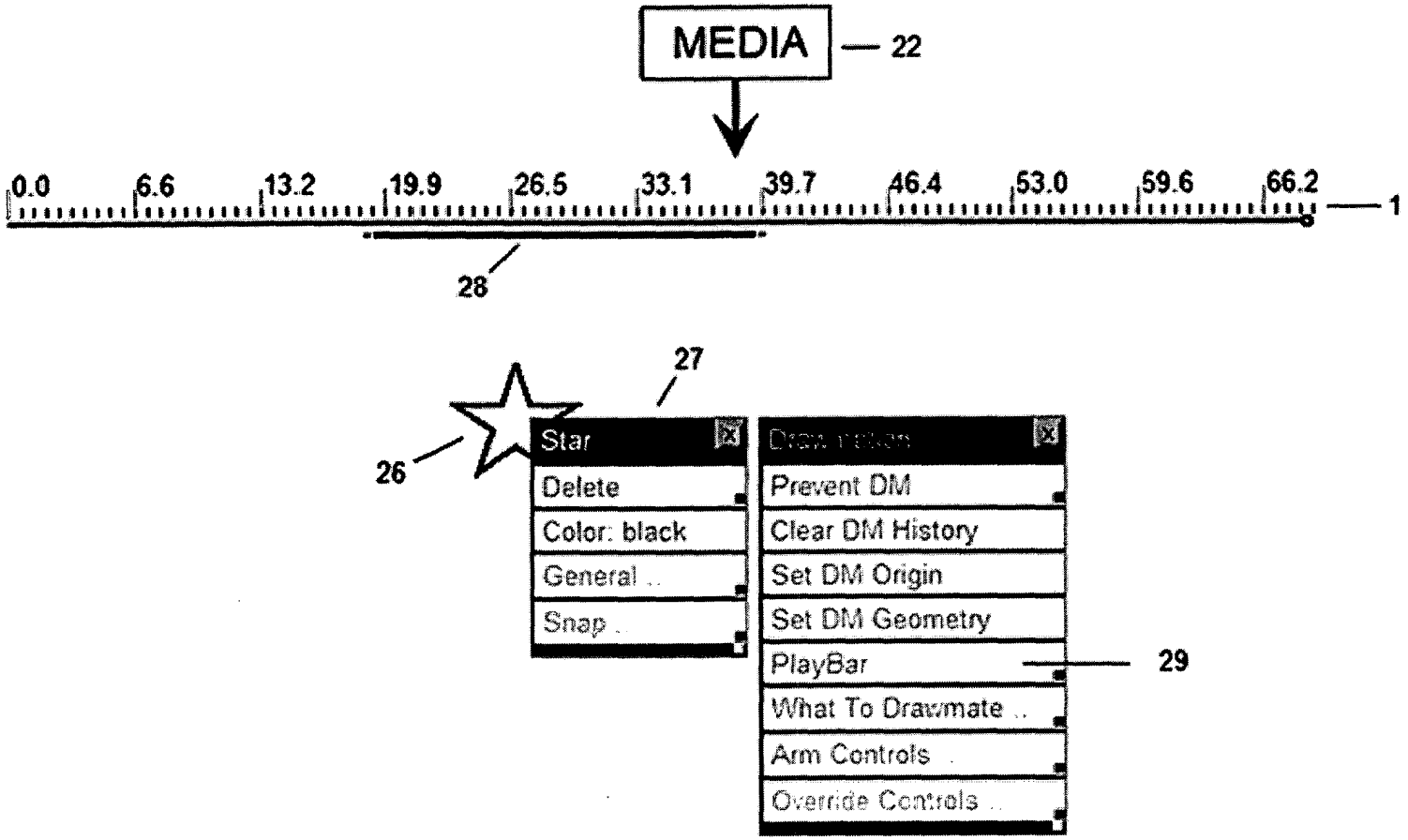
30b
16
31
30a
0.0
8.2
16.4
24.6
32.9
41.1
49.3
28

Figure 10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26.5
33.1
39.7
46.4
53.0
59.6
66.2
1
28
27
26
Star
Delete
Color: black
General ..
Snap ..
Prevent DM
Clear DM History
Set DM Origin
Set DM Geometry
PlayBar
29
What To Drawmate ..
Arm Controls
Override Controls ..

Figure 13

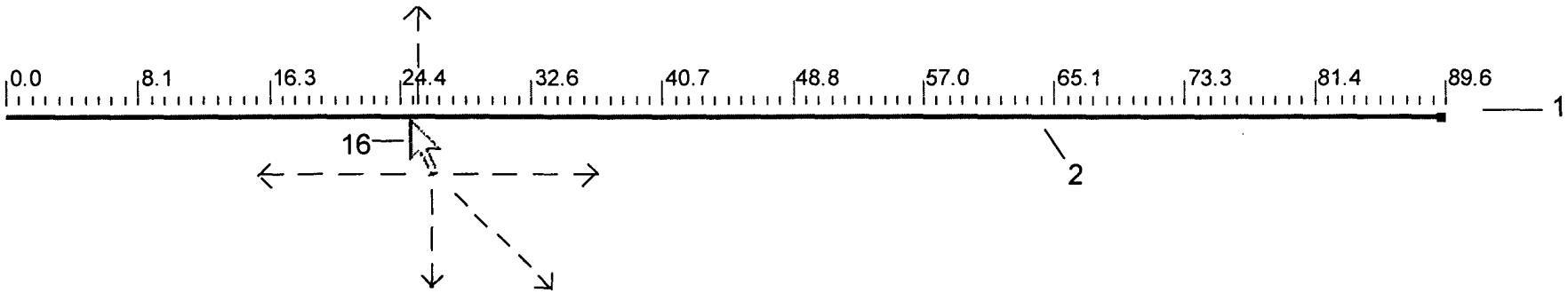


Figure 14

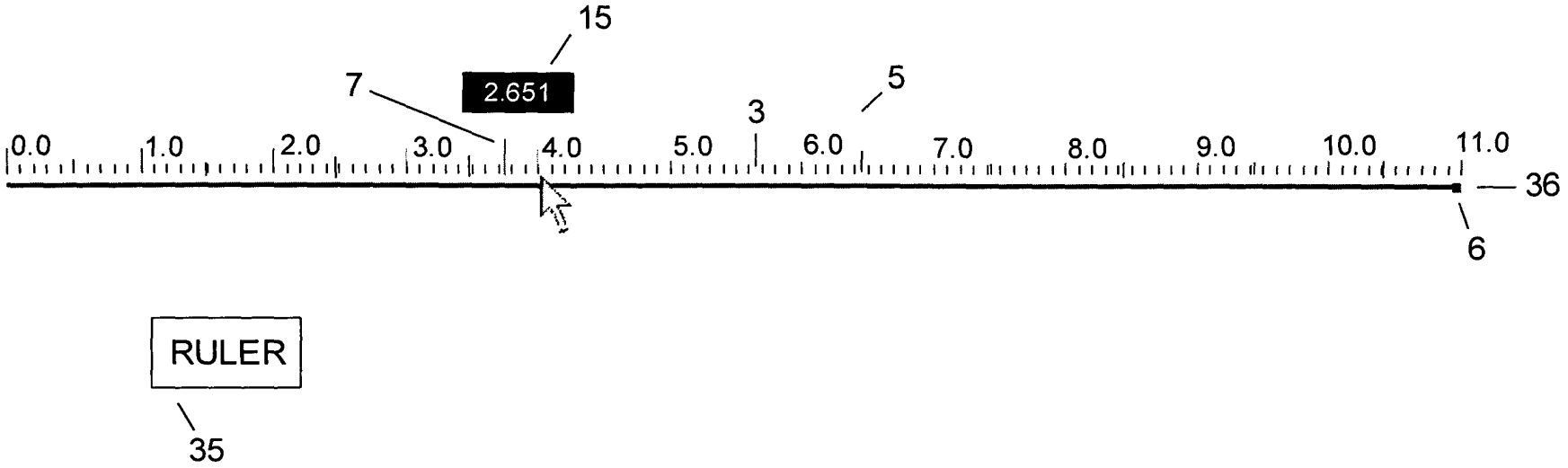
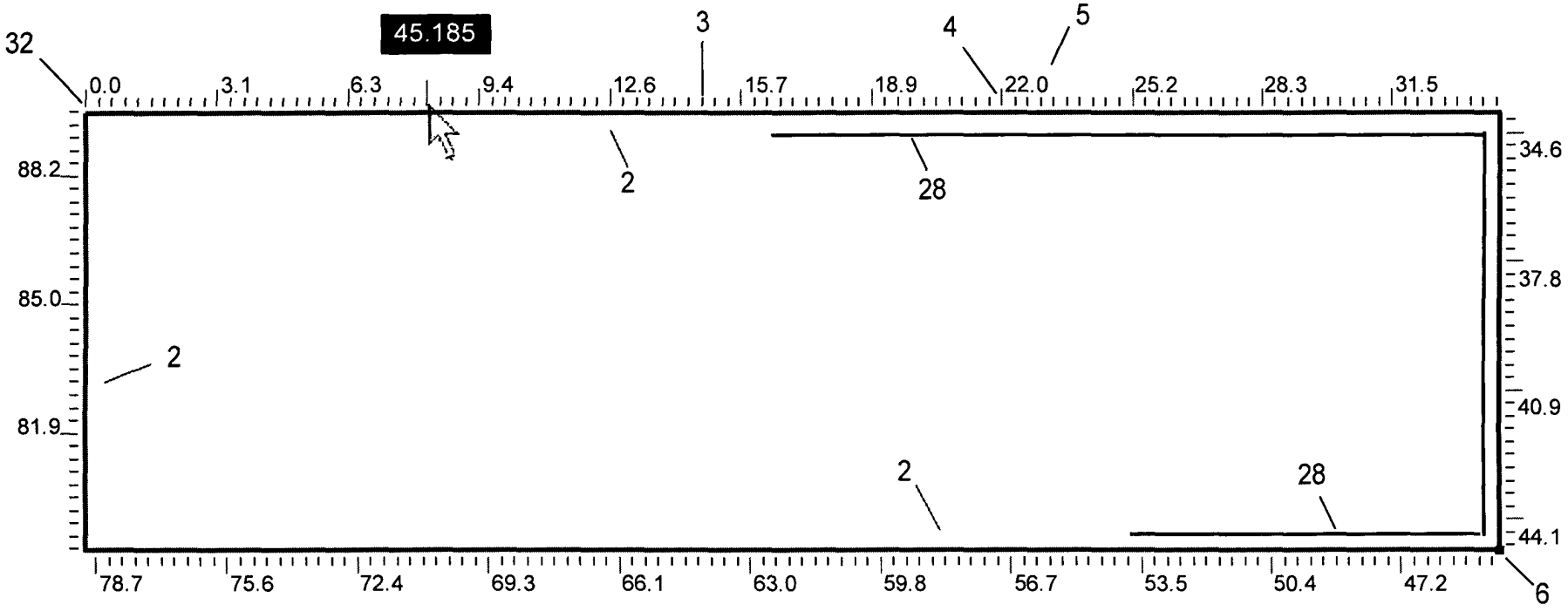


Figure 15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31.5
88.2
85.0
81.9
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37.8
40.9
44.1
2
2
28
2
28
78.7
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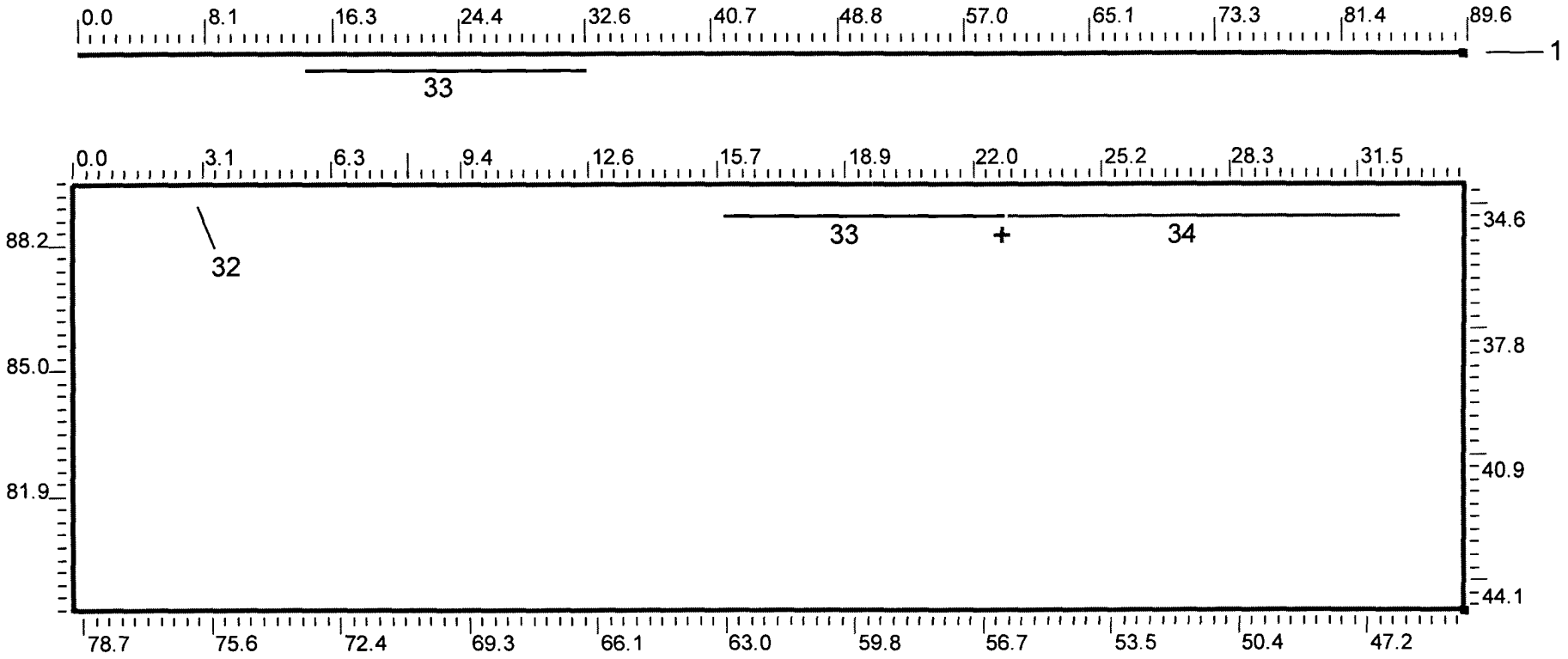
66.1
63.0
59.8
56.7
53.5
50.4
47.2
6

Figure 16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81.4
89.6
1
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12.6
15.7
18.9
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81.9
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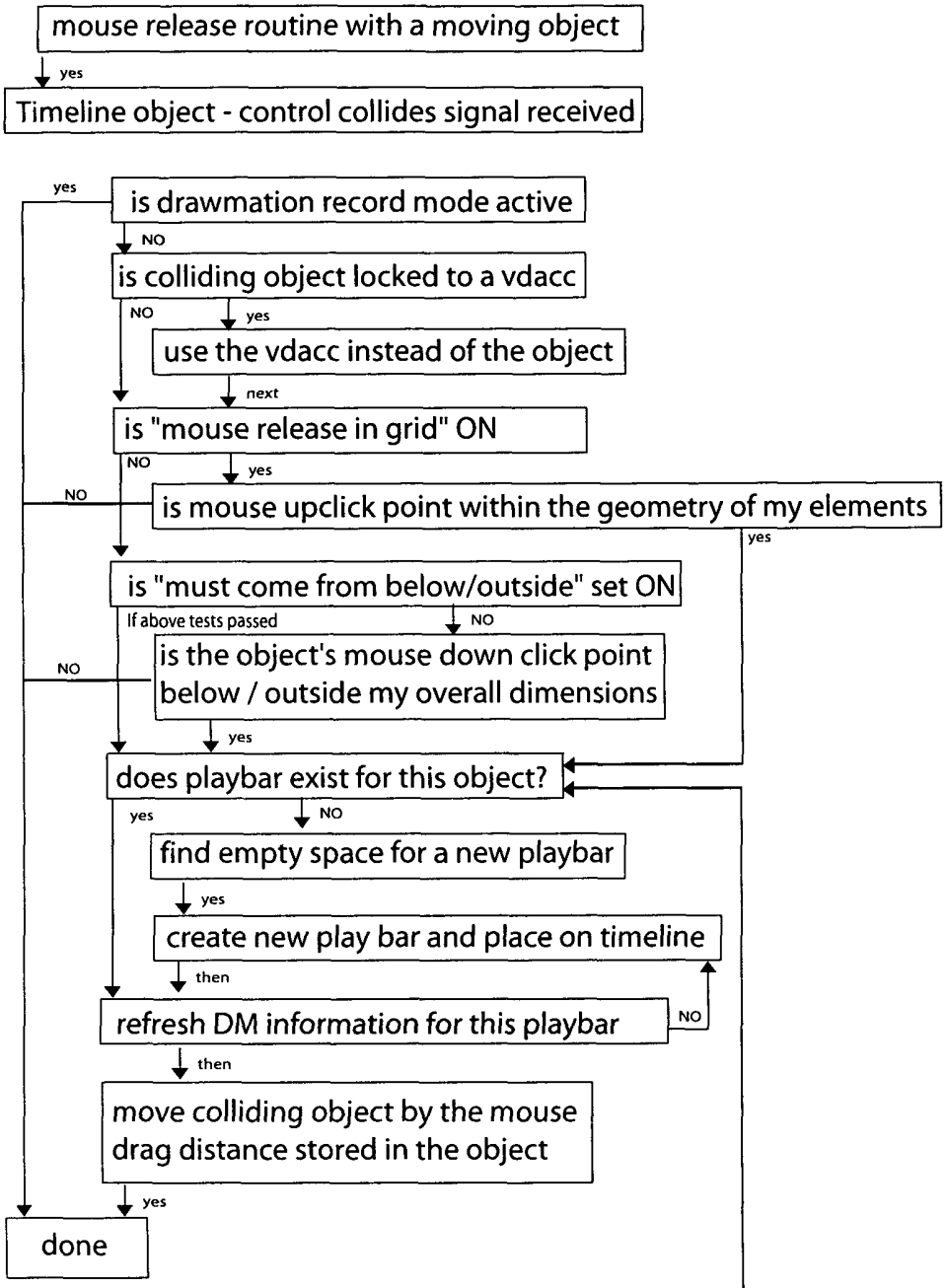
44.1
78.7
75.6
72.4
69.3
66.1
63.0
59.8
56.7
53.5
50.4
47.2

Figure 17: Getting a playbar

method 1 - drag and drop



method 2 - Using the info canvas

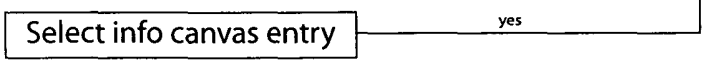


Figure 18: Getting Drawmation Information for a playbar

To refresh the segments on a playbar

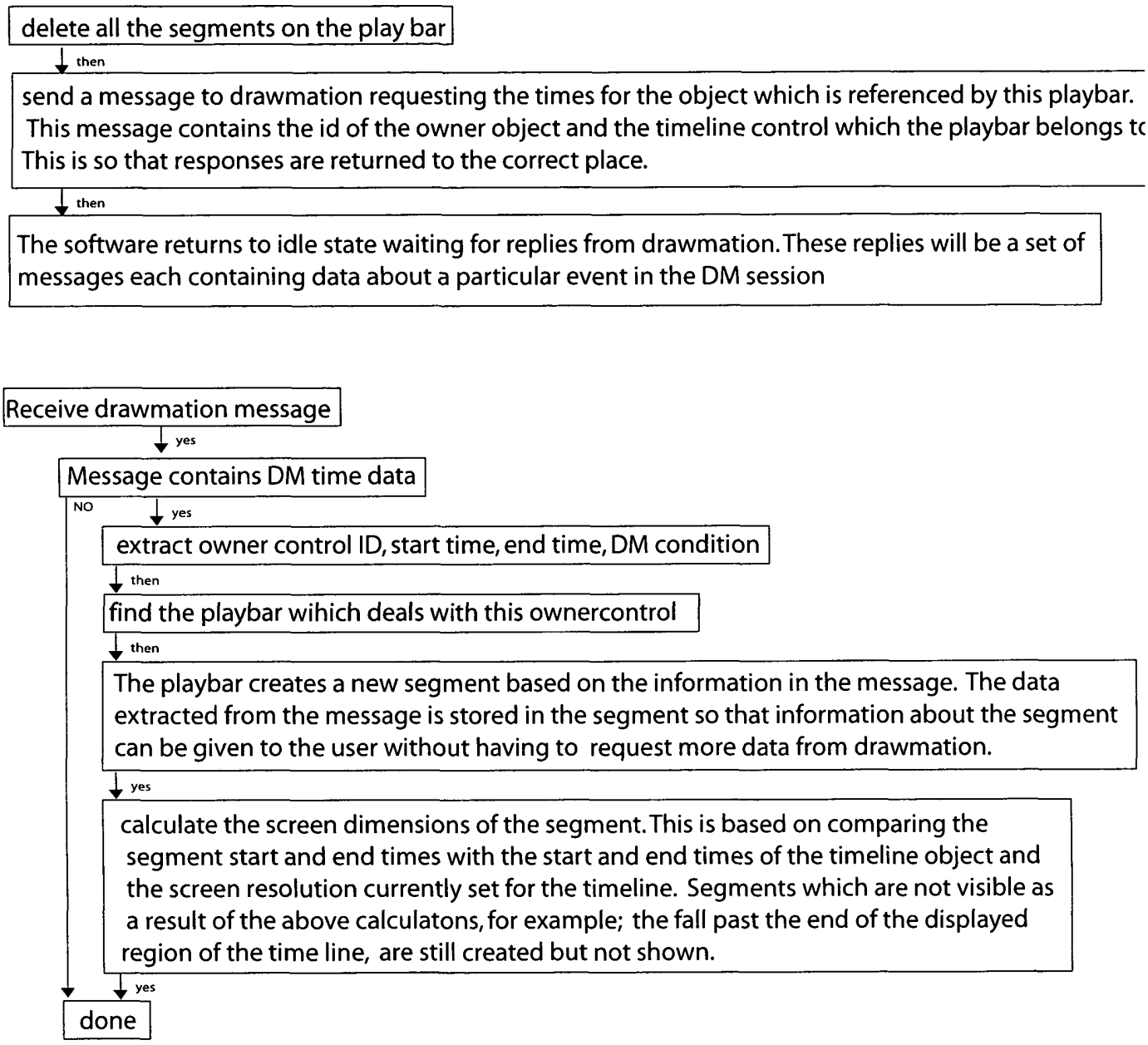


Figure 19: Configuring the timeline display using the mouse

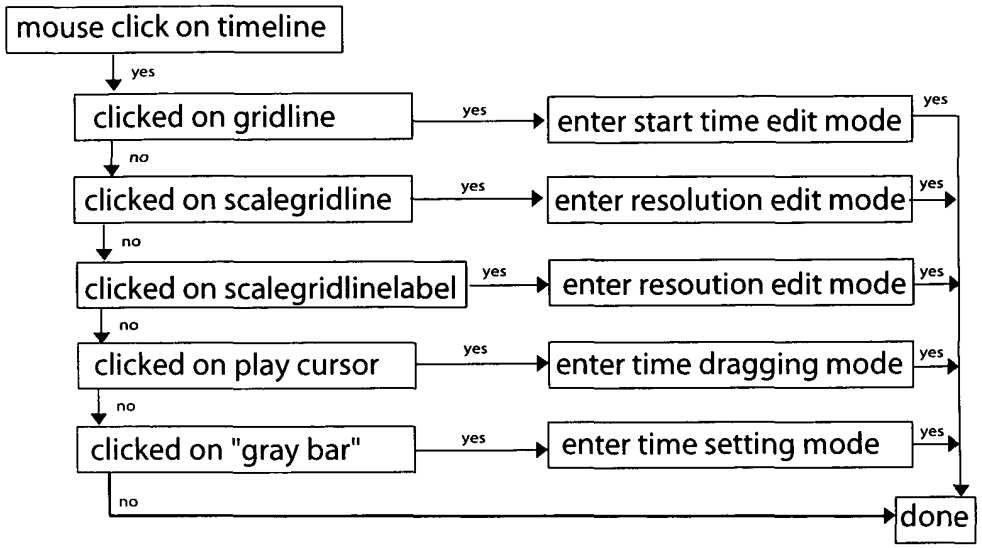
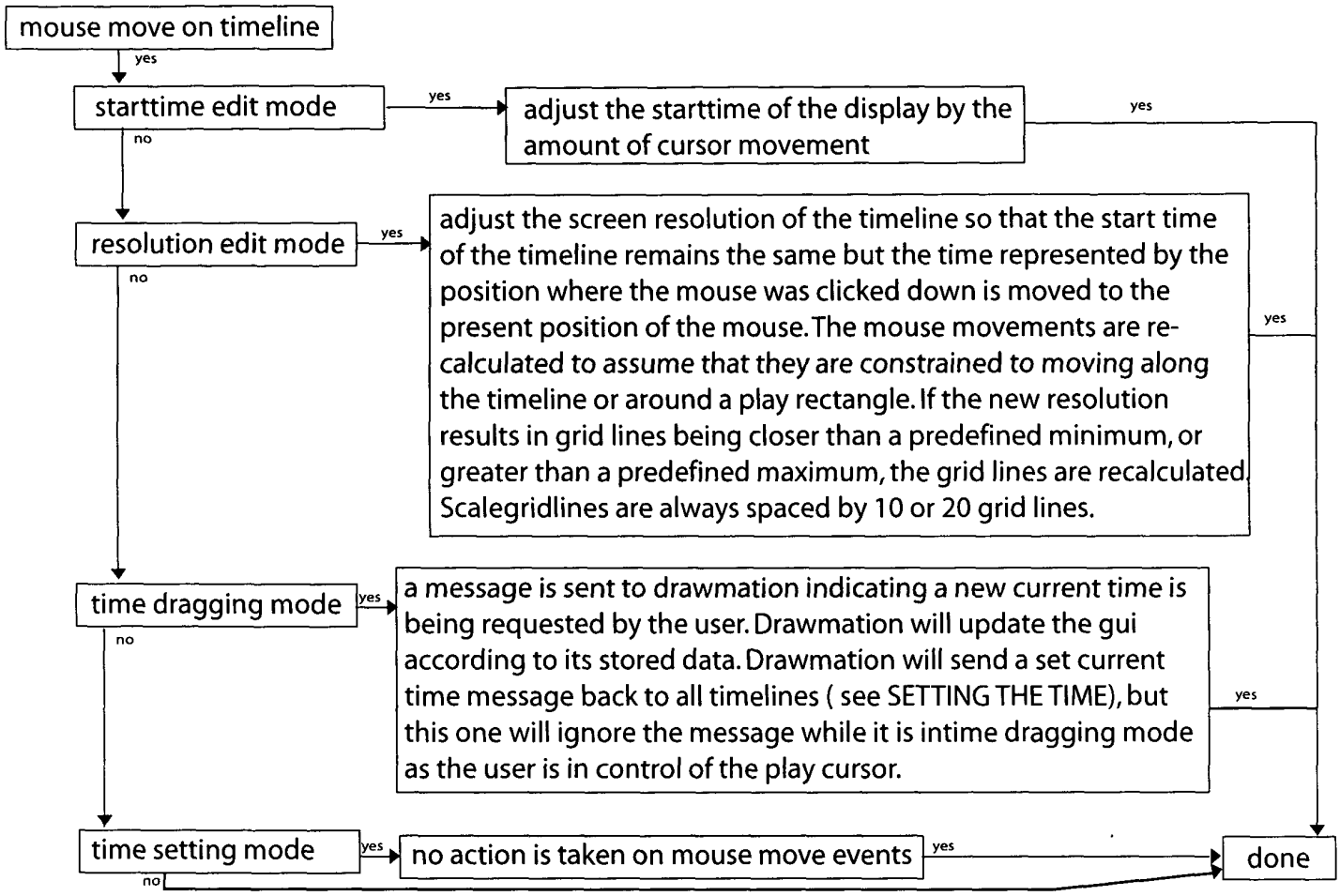


Figure 20:



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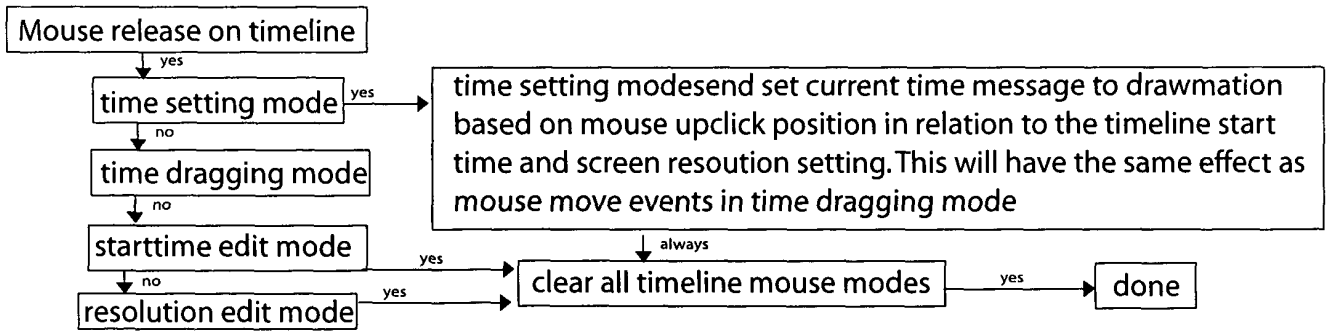

Figure 22: Setting the time

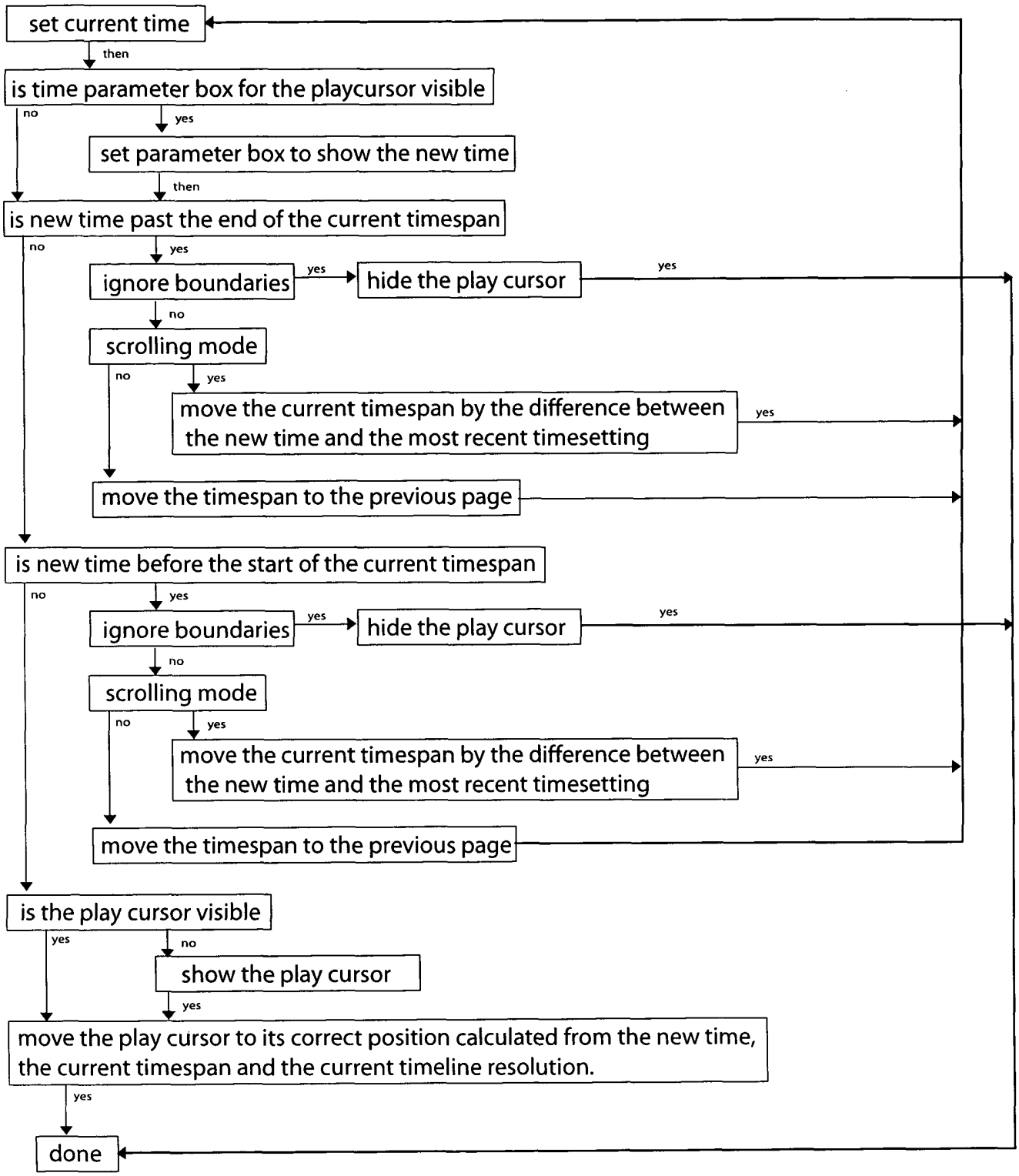
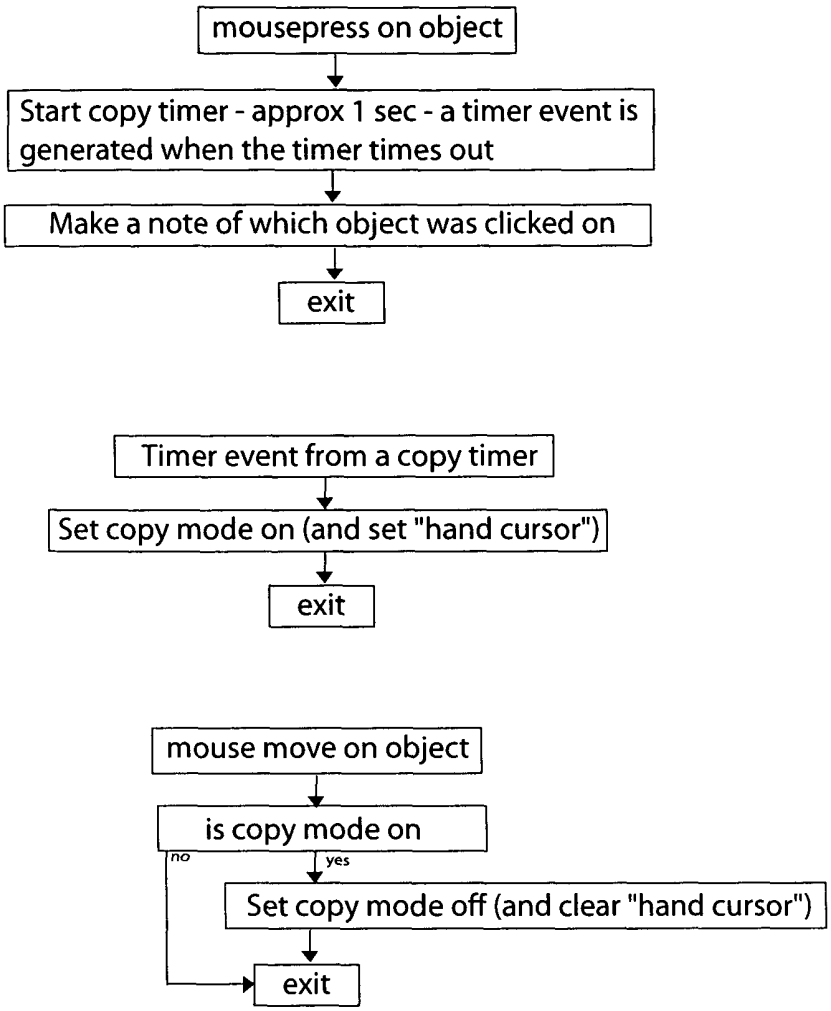
Figure 23: Copying an object